

AI Planning

Exercise Sheet 10

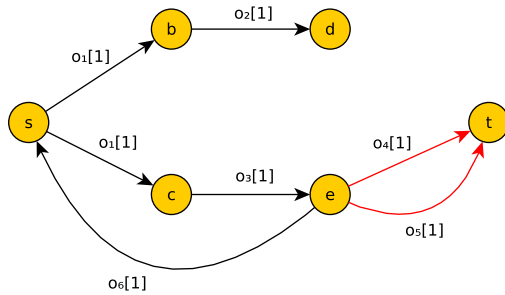
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Exercise 10.1

Iteration i=1

prop p	s	b	c	d	e	t
$h_{max}^{c_i}(p)$	0	1	1	2	2	3
action o	o_1	o_2	o_3	o_4	o_5	o_6
pcf $D_i(o)$	s	b	c	e	e	e

G_i :



$$V_i^* = \{t\}$$

$$V_i^0 = \{s, b, c, d, e\}$$

$$V_i^b = \{\}$$

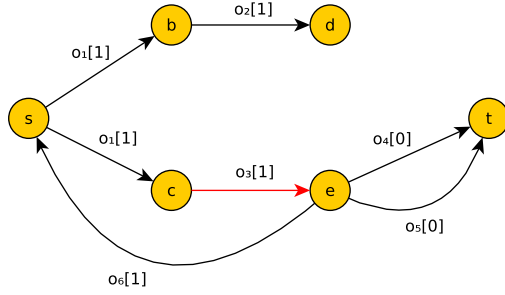
$$L_i = \{o_4, o_5\}$$

$$h_{\text{LM-cut}}(I) \text{ so far} = 1$$

Iteration i=2

prop p	s	b	c	d	e	t
$h_{max}^{c_i}(p)$	0	1	1	2	2	2
action o	o_1	o_2	o_3	o_4	o_5	o_6
pcf $D_i(o)$	s	b	c	e	e	e

$G_i :$



$$V_i^* = \{t, e\}$$

$$V_i^0 = \{s, b, c, d\}$$

$$V_i^b = \{\}$$

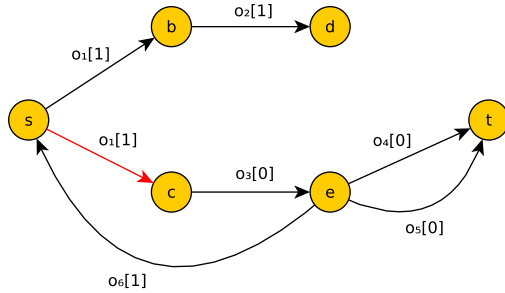
$$L_i = \{o_3\}$$

$$h_{\text{LM-cut}}(I) \text{ so far} = 2$$

Iteration i=3

prop p	s	b	c	d	e	t
$h_{\max}^{c_i}(p)$	0	1	1	2	1	1
action o	o_1	o_2	o_3	o_4	o_5	o_6
pcf $D_i(o)$	s	b	c	e	e	e

$G_i :$



$$V_i^* = \{t, e, c\}$$

$$V_i^0 = \{s, b, d\}$$

$$V_i^b = \{\}$$

$$L_i = \{o_1\}$$

$$h_{\text{LM-cut}}(I) \text{ so far} = 3$$

Iteration i=4

This is when $h_{\max}^{c_i}(t) = 0$. The task states not to give the pcf, G_i , etc. for this iteration.

$$h_{\text{LM-cut}}(I) = 3$$

Exercise 10.2

(a) The transition system for a planning task Π shows all possible (as in reachable from I) combinations of variable values (nodes) connected through edges that represent operators leading from one set of variable values to another. By abstracting Π to one variable v the transition system is reduced to only represent changes in the value of v . Edges still represent possible transitions achieved through the application of operators. Possible values of a variable plus possible transitions is exactly what a DTG is.

(b)

$act_o := \emptyset$

generate transition system for $\Pi|_v$ for every $v \in V$

for all $o \in O$:

$act := 1$

 for all $v \in prevars(o)$:

 if there is no path from $s(v)$ to $pre(o)(v)$ in $\Pi|_v$:

$act := 0$

 if v is goal-related and there is no path from $pre(o)(v)$ to $\gamma(v)$ in $\Pi|_v$:

$act := 0$

 for all $v \in effvars(o)$:

 if v is goal-related and there is no path from $eff(o)(v)$ to $\gamma(v)$ in $\Pi|_v$:

$act := 0$

 if $act == 1$:

$act_o.push(o)$